

RELEASE NOTES - OPUP BUILD 6.0

Enhancements and Change Information for OPUP Build 6.0

This page contains the enhancement and change information occurring with OPUP Build 6.0 software. The remainder of the document contains minor problems along with workarounds, solutions, and explanations of functionality .

OPUP Software Build 6.0 provides the following enhancements:

- Snow Accumulation Products, new to RPG Build 6.0, can be displayed.
- All alerts are now acknowledged via a single pop-up window.
- New methods for accessing screen saver, screen lock, and power save functions. These functions may now be controlled from the user login at the workstation.
- PAM software patch is incorporated into the software load CDs. Expired passwords will still cause problems, however. It is recommended that the opupmgr and root passwords be changed via the OPUP Manager Tool every 30-45 days to prevent the loss of OPUP availability due to expired passwords.

NOTE: Adaptation Data and Configuration Data from Build 5 are NOT compatible with Build 6.

DO NOT attempt to Restore Adaptation and Configuration Data from Build 5.

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1 Dial Issues

1.1 Small OPUP Dial Access.

Problem: Currently, Small OPUPs are granted dial access to their associated RPGs, ONLY.

There are two AFWA dial-in ports available on each RPG. The first port has been converted to TCP/IP protocol to comply with the OPUP communications protocol. This port is maintained to support the dial access requirements of the OWS (Large) OPUPs. The second port which will be shared by the Small OPUP fleet is still X.25 protocol (legacy PUP protocol) and will not be converted until early CY2006 as part of the final AFWA OPUP deployment/implementation. Until this conversion occurs, the single TCP/IP port must be shared by the OWS (Large) OPUPs and the CWT (Small) OPUPs. Therefore, to reduce port access conflicts each Small OPUP will only be granted access to their associated RPG to be used as a backup for their dedicated connection.

Solution: As part of the final AFWA Small OPUP deployment, the second AFWA dial port will be converted to TCP/IP. Target time period is early CY2006.

1.2 Assign RPGs to the AOR Sort List.

The OPUP provides three sort routines (Dedicated, AOR, and All Others) to more easily specify a source RPG.

Problem: The OPUP's AOR sort listing on the Product Display, Product Request, and Auto Dial GUIs do not contain all the desired RPGs.

Solution: The procedure provided at Attachment 1 outlines a process to specify those RPGs desired for listing in the AOR sort.

1.3 Dial Access Restrictions.

Problem: The current All Others (dial) RPG drop down dialog box contains a listing of all WSR-88D RPGs, including testbed assets and overseas sites, regardless of whether or not the individual OPUP has dial access.

Solution: In a future build, the sorting routines will be updated to limit the entries in the dial RPG listing to those RPGs the OPUP has been granted dial access.

2 Product Display GUI Anomalies

With the introduction of VCP 12 there were additional elevation angles added to the suite of valid available angles. The search routine for the OPUP Product Display GUI sorts the VCP 12 elevations as such: 0.5 = 0.5; 1.0 = 0.9 and 1.3; 1.5 = 1.8; 2.0 = NULL. The misassignment of 1.3 to 1.0 instead of 1.5 and of 1.8 to 1.5 instead of 2.0 has resulted in several display anomalies in the operation of the Product Display GUI.

2.1 Elevation Up/Down and Product Forward/Backward Functions Do Not Work Correctly With VCP 12 Elevation 0.9, 1.3 and 1.8 Products.

Problem: This search error results in the following behavior when the **Elevation Up/Down and Product Forward/Backward** functions are used with products from VCP 12.

Elevation Up with a 0.5 product in the display will result in the following sequence of products: 0.5, 0.9, 1.8, The 1.3 elevation product is skipped.

Elevation Up with a 0.9 product in the display will result in the following sequence of products: 0.9, 1.8, The 1.3 elevation product is skipped.

Elevation Down with a 0.9 product in the display will result in the display of an Information Dialog stating “There are no products below the elevation.”.

Elevation Down with a 1.3 product in the display will result the screen flashing as if trying to refresh, however, the displayed product (elevation 1.3) does not change.

Elevation Down with a 1.8 product in the display will result the screen flashing as if trying to refresh, however, the displayed product (elevation 1.8) does not change.

Product Forward/Backward Functions with either a 0.9 or 1.3 product in the display the product will increment/decrement in time as expected, but the elevation of the product will randomly change between 0.9, 1.3 and 1.8. Additionally, after the random elevation products are displayed, the window may not update and an Information Dialog stating “There are no products available before/after this time.” will display instead.

Solution: This issue will be addressed in Build 8.

2.2 Looping Does Not Work Correctly With VCP 12 Elevation 0.9, 1.3 and 1.8 Products.

Problem: This search routine error results in the following behavior when the **Looping** products VCP 12.

Initiating a Loop Sequence with a 0.5 elevation parent product. The Looping sequence will perform as expected.

Initiating a Loop Sequence with a 0.9 elevation parent product. Looping sequence will increment/decrement in time as expected, but the elevation of the displayed products will randomly change between 0.9 and 1.3.

Initiating a Loop Sequence with a 1.3 elevation parent product. The loop function will build a sequence consisting of 1.8 elevation products. The Looping sequence will display normally, but the elevation of the looping products will be 1.8, NOT the expected 1.3.

Initiating a Loop Sequence with a 1.8 elevation parent product. The Loop function will use the 2 degree sort routine to define the products for inclusion in the loop sequence. The sort will result in no products found and the Loop function will be unable to build a Loop.

2.3 Auto Update Does Not Work Correctly With VCP 12 Elevation 1.3 and 1.8 Products.

Auto Update with a 0.5 product in the display will update as expected.

Auto Update with a 0.9 product in the display will update as expected.

Auto Update with a 1.3 product in the display the window will update with the new 0.9 product.

Auto Update with a 1.8 product in the display the window will update with the new 1.3 product.

2.4 Link Cursor Readout

Problem: When the Link Cursor function is used the readout for the cursor locations from different display windows may not match. The variation in the readout azimuth and range is usually constrained to less than 1 degree and less than 1nm.

Solution: Investigation into this problem is on-going and some improvements have been incorporated into Build 7 with the expected final resolution scheduled for Build 8.

2.5 User Selectable Snow Accumulation Products Maximum Allowable “End Hour” Set to 24.

Problem: The definition of the allowable time span for the User Selectable Snow Accumulation products (USW and USD) is 30 hours. However, there was an error in the interface control document (ICD) that described the allowable parameters for these products. This error led to the 24 hr limitation being coded for Build 6.

Solution: The ICD and OPUP software has been corrected for Build 7.

2.6 Storm Relative Mean Radial Velocity Region (SRR) Display Anomaly.

Problem: The **Storm Relative Mean Radial Velocity Region (SRR)** display rendering program does not scale the SRR product correctly. This scaling problem is most evident with center point ranges that exceed 32nm. It is recommended that the SRR product only be used for close range (relative to the RDA) data interrogation.

Solution: Investigation into this latent problem is on-going with expected resolution in Build 8.

2.7 Auto Update of Products Doesn't Always Update.

Problem: A problem exists whereby the OPUP server event posting software and the workstation event registration software gets out of sync. When this occurs events posted by the server may not be “heard” by the workstation. When this occurs, the Auto Update feature does not “hear” the receipt of new products and does not automatically update the display. In Build 6, changes were made to help prevent this from occurring. However, under some circumstances this problem can still occur.

Solution: The procedure provided at Attachment 2 outlines a process to synchronize the OPUP sever and workstation event processing software. The permanent fix for this problem is scheduled for Build 7.

3 Background Maps

3.1 Map Editing Problem.

Problem: When an operator selects "Both Maps" to be edited, the "Low Detail" maps show up in the "Map Editor Work Area."

Solution: Even though the "Low Detail" maps show up in the work area, "Both Maps" are really edited. This issue will be corrected in Build 7.

3.2 Custom Maps Not Displayable As A Reference Map During Editing.

Problem: When in the edit map mode, the custom maps should be a choice for reference maps. This is not the case. The name of the map is present, but the custom maps are not available for display.

Solution: Use other maps as reference until this is corrected in Build 7.

3.3 Limited Fine Mesh (LFM) Background Map Removed from Map Set.

Problem: The LFM Grid has been removed from the OPUP Map set, however the LFM selection still appears on the Product Display GUI and the Status and Control Adaptation Data Map Tab.

Solution: Reference to the LFM Grid Map will be removed in Build 7.

4 Odds and Ends

4.1 RDA Status Wrong Color.

Problem: Maintenance Mandatory alarm is active at the RDA, the “Status and Control” GUI’s “RPG Status” tab, displays the RDA as red. The RDA may still be running and collecting data, and the red display may mislead the OPUP operator into thinking that the RDA is down.

Solution: In Build 7 the color coding for the RDA status will be the following:

RDA INOP Alarms will be red
RDA Maintenance Mandatory alarms will be orange
RDA Maintenance Required alarms will be yellow
RDA Secondary alarms (or No alarms) will be green

4.2 Must Perform a Server Reboot After 'Restore User Config'.

Problem: Whenever a restore OPUP Configuration or Adaptation Data function is performed, an OPUP Server Reboot must be commanded by the operator. After the server reboot, a “Rebuild OPUP Configuration from Server” must also be performed to return the OPUP to operations.

Solution: This will be corrected in Build 7.

4.3 “Restore All” function Corrupts OPUP Software.

Problem: The **Restore All** selection under the Backup/Restore Tools, Restore OPUP Adaptation Data submenu does not load adaptation data correctly and corrupts the OPUP applications software tables, which in-turn causes the OPUP software to fail.

DO NOT use the “Restore All” option on the Restore OPUP Adaptation Data submenu.

Solution: Select the individual items to restore from the Restore OPUP Adaptation Data submenu. This problem will be corrected in Build 7.

Attachment 1

Procedure to Add RPGs to AOR Sort

1. Log in as opupmgr.
2. Launch the OPUP Manager Main Menu.
3. Select the OPUP Software Menu button. The OPUP Software Menu is displayed.
4. Select the Stop OPUP button. Then select Yes when ask if you are sure you want to stop the OPUP software. When displayed, close the OPUP Manager Stop OPUP feedback window.
5. Select the Edit OPUP Adaptation Data Button. The Edit RPG Information from List ... menu is displayed.
6. Select the desired RPG from the scrollable listing, then select the Edit button. The specific dial information for the selected RPG is displayed in an editable window.
7. Copy the information assigned in the RPG Dial Line 1 Information area into the corresponding fields in RPG Dial Line 2 Information area.
8. Select Save button. The screen is refreshed back to the Edit RPG Information from List ... menu.
9. Reselect the SAME RPG that was selected in Step 6.
10. Select the Edit Button. Check the entries to ensure all entries were saved correctly.
11. Select the Save and Exit button at the bottom of the menu. This process will take approximately 1 minute. The OPUP Manager Edit Adapt Configuration Restart OPUP screen is displayed. Select the Return to Main Menu button.

NOTE: If additional RPGs need to be assigned as AOR RPGs, repeat Steps 3 through 11 for each desired RPG.

12. Select the OPUP Software Menu button. The OPUP Software Menu is displayed.
13. Select the Stop OPUP button. Then select Yes when ask if you are sure you want to stop the OPUP software. When displayed, close the OPUP Manager Stop OPUP feedback window.
14. After the OPUP processes are stopped, select the Start OPUP button. Select Yes when asked if you are sure you want to start the OPUP processes.
15. Select the Return to Main Menu button. The OPUP will return to an operational state in approximately 2 minutes.

Attachment 2

Procedure to Reinitialize the Auto Update Function

1. At each workstation, close all OPUP GUIs and Exit the user login.
 - The login screen is displayed.
2. At the workstation, login as opupmgr.
3. Open a Terminal window:
 - Click on the Up Arrow located above the CPU/Disk Meters on the CDE Front Panel.
 - Select “This Host” from the Popup list.
4. At the `/export/home/opupmgr` prompt, enter:
`/home/opup/OPUP/bin/restartOPUPWS <Return>`
 - The workstation software will restart.
 - After the restart is complete, log in as a User and continue normal operations.
5. Repeat this procedure on each OPUP workstation.